

IN THE SPECIFICATION:

✓ On page 1, please amend lines 11 - 20 to read as follows:

B1

For the purposes of the present disclosure, the term "trading card" shall mean a physical card, made of cardboard, plastic or the like, a "virtual" card, presented as an image to the user by electronic and/or optical means, or some other physical substrate or virtual image, which bears text and/or graphic information about a certain ~~subject or theme, such as a sport (baseball, basketball, football, hockey, etc.), a fantasy world (Pokemon, DragonBall Z, Final Fantasy, etc.), a theater of war (Korea, Vietnam, Kuwait, Afghanistan, etc.) or the like~~ for which the player's statistics and current actual performance are known.

✓ On page 4 please amend lines 11 - 19 to read as follows:

B2

For example if a fantasy baseball team manager has selected Derek Jeter of the New York Yankees and Mark McGwire Barry Bonds of the St. Louis Cardinals San Francisco Giants to be on his or her fantasy team, and if Jeter bats

B2 ✓  
wncd  
in 2 runs and McGwire Bonds bats in 3 runs, in one version of the game that manager would score 5 points, based upon the actual real time performance of the players. There are innumerable variations of scoring and complexity among these leagues, and the example just stated has been simplified for purposes of explanation.

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✓ On page 11, please amend lines 16-19 to read as follows:

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B3 ✓  
It is a further object of the present invention to provide a game which can heighten interest in sports trading cards as well as in the actual sport or theme represented by and depicted on the cards.

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✓ On page 12, please amend lines 1-16 to read as follows:

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B4 ✓  
These objects, as well as further objects which will become apparent from the discussion that follows, are achieved, in accordance with the present invention, by a game playing method which uses a plurality of trading cards, each identifying a "game player", a ~~"game event"~~ or some ~~other game-related feature~~ for a specific game sport and

having a unique identifier of alphanumeric characters  
associated therewith.

B4  
As used hereinafter, the term "game player" is intended  
to mean and include a real, ~~or fictitious live person or,~~  
~~alternatively, a game event or other game-related feature~~  
✓ ~~which is~~ designated (e.g., depicted) by a trading card, who  
is actively engaged in playing a sport.

concl.  
In the game, a set of physical trading cards is offered  
for sale to collectors. Various groups of these cards may  
✓ designate the same game player but each card in each group  
has a different and unique identifier.

[ ✓  
On page 14, please amend lines 11 - 19 to read as  
follows:

B5 ✓  
Since each card number is unique, and describes a  
particular card (for example, in a baseball embodiment of  
this invention, there may be 1,000 "unique" ~~Mark McGwire~~  
Barry Bonds cards in a given series), it is possible for the  
computer service to verify that the card is actually held by  
the collector who has registered it. Such registration

BS  
CNC  
could be changed as the result of a trade between collectors, but in no case can more than one collector have the same unique card registered simultaneously.

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[ On page 15, lines 19-23 and page 16, lines 1-2, please amend the paragraph to read as follows:

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B6  
Baseball and other fantasy sports leagues are ~~not the only trading card themes thus~~ contemplated by the present invention. ~~Nor is~~ As may be seen, the present invention ~~limited to references the real time performance of currently active sports players. In fact, many non-sports trading cards, such as Pokeman cards, have become popular with collectors. The invention is equally applicable to these types of trading card themes as well.~~

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[ On page 17, lines 10-21 and page 18, lines 1-6, please amend the paragraphs to read as follows:

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B7  
Figs. 1A and 1B illustrate the front and back, respectively, of a typical trading card which may be used in accordance with the present invention. It will be understood that this card ~~may be~~ is a "physical card" -- that is, chattel -- or it may be a virtual card which is

presented electronically as an optical image, for example on a computer screen. In any case, this card should have the "look and feel" of a typical conventional trading card when in use.

B7 ✓  
Concl. ✓  
In this example, the card depicts and describes a fictitious baseball player called "Magic Wonder" who currently plays for the fictitious team of the "North Dakota Hooters". Although both the players and team are fictitious, the actual trading cards used in practice of the invention will depict real players actively engaged in a real sport, such as baseball, football, basketball, hockey, etc., for which player's statistics are known. As is typical conventional for baseball trading cards, the picture of the "talent" is depicted on the front of the card (Fig. 1A) and the vital current statistics (at the time the trading card is produced) concerning this talent are set forth on the back (Fig. 1B). ~~It will be understood, however, that instead of designating a real or fictitious person as a game player, a trading card could feature a "game event" or other game-related feature.~~

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[ On page 22, lines 13-21, please amend the paragraph to read as follows:

B8 ✓  
The game service provider then advances the status of the game according to the current information about the registered game players therein, and according to the rules of the game (e.g., the rules of fantasy baseball rules). The outcome of the game thus depends upon how the actual (e.g., baseball) game players are performing in real life or, ~~if the game players are fictitious, how they would perform with the game players on their team against other subsets of game players on other teams.~~

[ On page 24, lines 1-8, please delete the following paragraph:

B9 ✓  
~~It should be emphasized that the games which are contemplated by the method according to the invention are not limited to sports games. For example, games may be played with motion picture character cards, Pokemon cards, DragonBall Z cards, military character cards or other fantasy cards. Furthermore, contests of endurance or even wars may be fought using trading cards designating karate fighters, foot soldiers, or the like.~~

On page 27, lines 10-19 and page 28, lines 1-7, please amend the paragraph to read as follows:

Variable Supply of Certain Cards to Stimulate Interest

in Collecting and Purchase: As is the case with current, non-interactive, trading cards, not all card images are plentiful. In fact, in order to stimulate collector interest, it is common practice among trading card producers to ensure that certain cards are produced in extremely limited quantities. This practice may be employed effectively for the purposes of the present invention. Again using the baseball and ~~fantasy~~ sports embodiment, very few ~~Mark McGwire~~ Barry Bonds cards could be produced as a conscious choice by the card producer, assuming that many collectors will buy more of the product in search of this card because of ~~McGwire's~~ Bond's potential attractiveness to the interactive game or pursuit. New player cards could be released during the season as well. ~~In the fantasy sports league embodiment,~~ certain Certain lesser-known players could emerge as popular cards if they are performing well in real life.